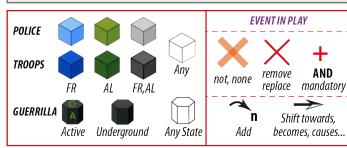


if none already in space



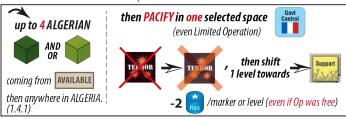
GOVERNMENT

A Player may execute a Special Activity at any time immediately before, during, or immediately after its accompanying Operation (4.0). Limited Op: in just one location (2.3.4).















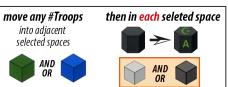
Limited Op: may move from multiple spaces, but only one destination (2.3.4)

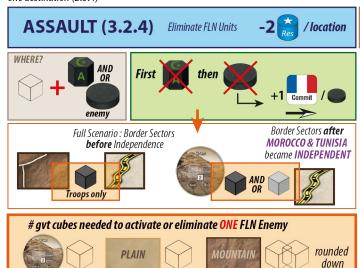






Limited Op: may move from multiple spaces, but only one destination (2.3.4)

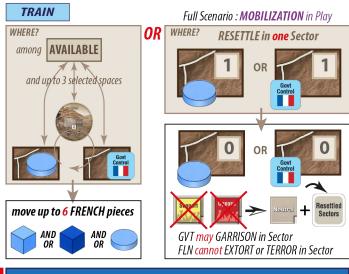




Special Activities



3 spaces max





3 spaces max

TRAIN + GARRISON + SWEEP + ASSAULT

WHERE?

ANYWHERE in ALGERIA

move any # of FRENCH Troops among any 3 ALGERIAN spaces Certain Events may modify # troops or spaces



NEUTRALIZE (4.2.3)

Eliminate FLN units but lower Support

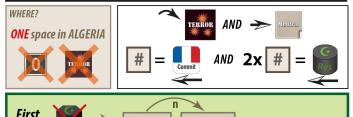
2 spaces max

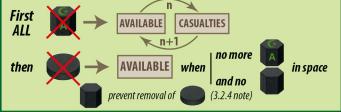
GARRISON + SWEEP











PIVOTAL EVENTS Chronology Coup d'Etat (may be played once per Campaign = series between Propaganda card) → Recall De Gaulle (cancelled by another Coup d'Etat) → O.A.S. (De Gaulle in Play)
Play replace current Event card (2.3.7) Mobilization → Morocco & Tunisia Independent [Mountain, Opposed, FLN Control. GVT pieces cannot enter. BORDER active] (5.1.8)

CAPABILITY(5.3) lasts for the rest of the Game unless cancelled by «CHANGE IN TACTICS». **MOMENTUM** (5.4) lasts until the next propaganda Card. Place markers on board as reminder.